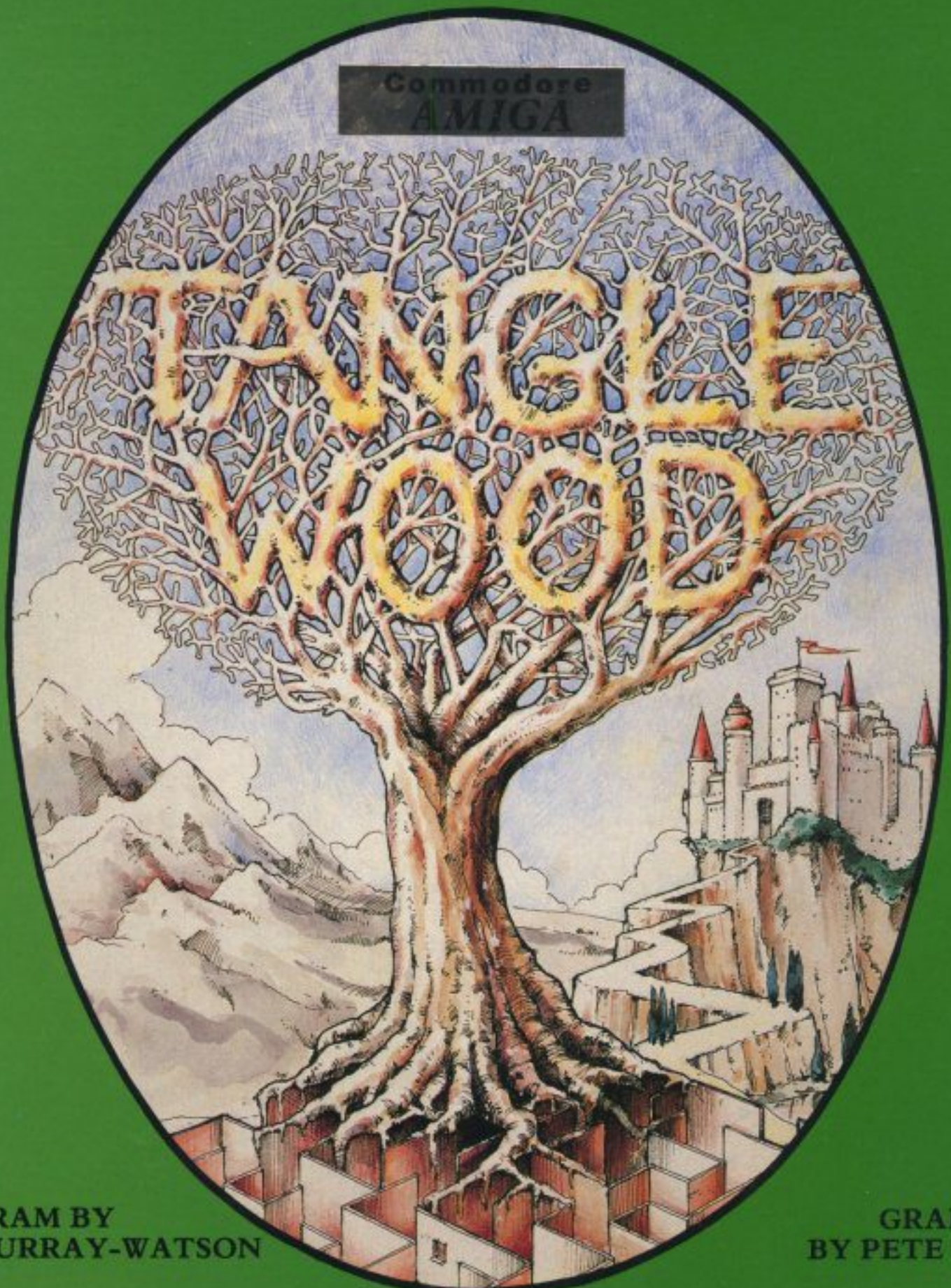
Commodore
AMIGA

ANCIENT WORLD



PROGRAM BY
IAN MURRAY-WATSON

GRAPHICS
BY PETE LYON

microdeal

Hall Of Light

TANGLEWOOD

You've never played an adventure like TANGLEWOOD! — TANGLEWOOD is ALL graphics (over 700K of them), is totally mouse-controlled, and has NO text entry. No hunting through the dictionary, or knowing the right answer (if only you could get the program to understand!)

You control 5 mining mobiles, each with its own separate programs and data, searching the vast surface of planet Tanglewood for priceless D-crystals, and perhaps even an Ice Emerald. Venture into the six uncharted regions which require special computer data, and where skilled operators are rare. Go underground into the mines and risk the possible corruption of your mobiles' programs. Brave the unpredictable landslips of the earthquake zone. And to make things tougher still, keep dodging the hostile mobiles which a rival company is using to try to stop you. They have stolen the documents which give you alone the right to mine the planet, and hidden them deep in the multi-floored complex which is their headquarters, protected by vigilant computers.

You're involved in a desperate race against time. In 10 days the inter-galactic court meets to decide your fate — and without those documents you've no hope. Somehow you must win the trust and support of the native Tanglians, a race whose culture is almost impossible for earthmen to understand. Only they are likely to provide you with the means to succeed — if you can pass their weird initiation tests.

TANGLEWOOD is played in real time. There are some things that have to be done at night, when the topside temperature falls to tolerable levels — and only at night will the mysterious D-crystals function. There are over 3000 locations which you can visit, out of a total of nearly 12,000, and unlike those infuriating games when you discover after 3 weeks that you should have done something different at the beginning, it's nearly always possible to finish TANGLEWOOD unless you do something deliberately stupid, like stamping on the disks.

So, put your manual where your mouse is, and go for it!

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You control 8 running mobiles, each with its own separate programs and data, searching the vast surface of planet Tanglewood for the three D-crystals, and perhaps even an Ice Emerald. Venture into the six uncharted regions which require special computer data, and where skilled operators are rare. Go underground into the mines and risk the possible corruption of your mobiles' programs. Brave the unpredictable landslips of the earthquake zone. And to make things tougher still, keep dodging the hostile mobiles which a rival company is using to try to stop you. They have stolen the documents which give you alone the right to mine the planet, and hidden them deep in the multi-floored complex which is their headquarters, protected by vigilant computers.

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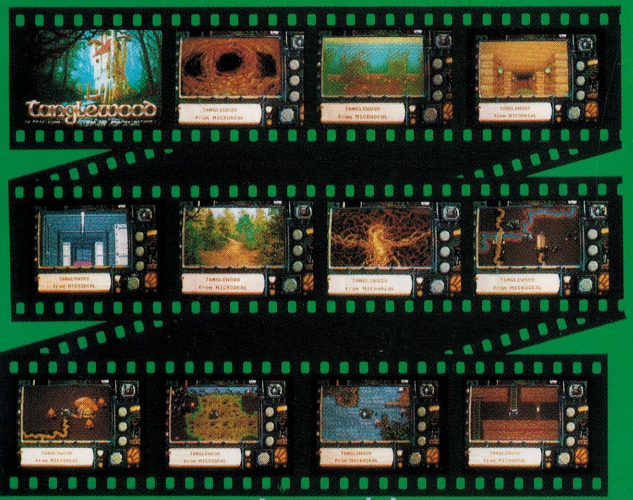

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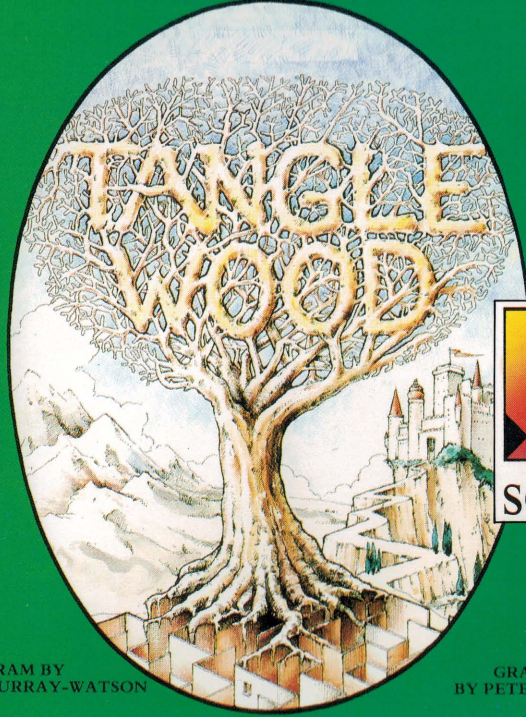
TANGLEWOOD

SOFTWARE DIRECT



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